

The Odyssey Game

Odysseus, along with his companions, is trying to return home to Ithaca from his victory at Troy. Poseidon, the God of the Sea and other beings and forces have been preventing him from reaching his home. Even though Athena, the Goddess of Wisdom, has been aiding Odysseus in his journey, he has had to surmount incredible challenges and suffer the terrible loss of all his men. Surviving to reach Ithaca is the object of this game. You may work individually or with one partner. ***No groups of three or greater will be allowed.***

Odysseus and his companions will begin at Troy and proceed through all of his trials to a final arrival at Ithaca. Refer to the map on pages 890-891 for the basic route he took. There are sixteen places or points indicated on the map where Odysseus and his crew meet an important challenge. You will have them journey to each of these points and undergo the challenge there.

Your game must include all sixteen of these points. Not all of these points may be fully described in the textbook, use the translation you have downloaded from the Internet for greater detail. NOTE: You may have Odysseus stop at more than the sixteen points referred to in the above map. Any additional challenges will gain you extra credit. These additional challenges must be from Homer's epic and they must be in the correct chronological order in which they appear in the Odyssey. Total points possible: 100 for the game + up to 20 extra credit points possible for additional challenges. **YOUR GRADE WILL BE BASED ON ORIGINALITY, CREATIVITY, YOUR ABILITY TO FOLLOW INSTRUCTIONS AND HOW THIS GAME REVEALS YOUR BASIC UNDERSTANDING OF THE ODYSSEY!**

1. **GAME BOARD** (10 points). You will need to design your own game board. It will need to be rigid and large enough to actually play on. It should be similar in size to the game boards of existing games. For example, the game board for "Sorry" is 18in. 18in. **Warning:** you may not use a board from an existing game except as something rigid that you will cover with your own game design. You will need to draw a map that clearly shows the route Odysseus' traveled. **DO NOT COPY THE MAP ON PAGE 890-891 IN THE TEXTBOOK.** This map is for reference; you must create your own map. (Don't worry, no one is expecting a National Geographic level of cartography, you just need to make it clear and usable for play.)
2. **PLAYING PIECES** (10 points). You will need individual pieces or tokens of some kind that will be moved to indicate a player's progress and position on the board. Since it is likely that more than one person will be playing this game at a time, every player should be Odysseus. These can be as simple but do not just tear up a sheet of paper expecting that to be enough. These pieces need to reflect deliberate effort and design.
3. **MOVEMENT MOTIVATORS** (25 points). You will need to figure out a way to move the pieces along on the board. This can be done with dice, a spinner, drawing cards with options or combinations of all three that vary how well each player does each turn. Every game needs means of keeping the outcome of the game unpredictable and almost all games, classic or computer, use chance and choice to accomplish that end. Look to the games that you play for ideas but do not use their game cards or option cards; you will need to make your own.
4. **WRITTEN INSTRUCTIONS** (25 points). You will need to write clear instructions that will explain how the game is to be played. Do not refer to games that already exist or use them as examples. Assume that every player is being introduced to your game for the first time and has not played any other game before.
5. **EVALUATION** (30 points). Always keep in mind that this game ***will be played and evaluated by your classmates;*** be clear and entertaining. Also, as with any game where chance or choice plays a part, the outcome is always in doubt. Although you must keep within the framework of the poem, you are not confined to the established outcomes. Odysseus may fail at any of these challenges by drawing a wrong choice card and be delayed further. Also, his companions may actually survive terrible fates by drawing a correct choice card. Part of your grade depends on your ability to keep you players interested and involved so don't kill them off easily, you will lose their interest if you make it too hard or too short.

If any of these requirements are unclear to you, ask ME as soon as possible. Do not wait until the last minute to clear up any uncertainties.